AMENDMENTS TO THE SPECIFICATION

Please replace paragraph [0007] with the following amended paragraph:

[0007] Graphical display systems typically operate through a window manager, which manages interactions between the user and client applications. In doing so, the window manager accepts user inputs, and translates them into corresponding actions ~~for to~~for the client applications. The window manager can then cause the corresponding actions to be performed, possibly based on predefined policies. A window manager can also accept requests from client applications, for example to perform actions on visual or audio representations, and can then perform corresponding actions based on some policies.

Please replace paragraph [0009] with the following amended paragraph:

[0009] Hence, what is needed a method and an apparatus that more effectively enables a window manager to view and manipulate ~~a~~ ~~graphical~~graphical components defined by client applications.

Please replace paragraph [0028] with the following amended paragraph:

[0028] The data structures and code described in this detailed description are typically stored on a computer-readable storage medium, which may be any device or medium that can store code and/or data for use by a computer system. This includes, but is not limited to, magnetic and optical storage devices such as disk drives, magnetic tape, CDs (compact discs) and DVDs (digital versatile discs or digital video ~~discs), and~~

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~~computer instruction signals embodied in a transmission medium (with or without a carrier wave upon which the signals are modulated). For example, the transmission medium may include a communications network, such as the Internet.~~discs).

Please replace paragraph [0030] with the following amended paragraph:

[0030] 3D objects 110-111 can be associated with a number of object attributes. For example, 3D objects ~~110-11~~110-111 can include x, y, and z position attributes that specify the 3D position of the centers of 3D objects 110-111 within 3D display model 102, as well as a rotation attributes that specify rotations of 3D objects 110-111 around horizontal and vertical axes. 3D objects 110-111 can also be associated with scaling factor, translucency and shape attributes.

Please replace paragraph [0034] with the following amended paragraph:

[0034] Otherwise, if there is overlap, the system uses the 3D position (x_2,y_2,z_2) within display model 102 where ray 107 intersects ~~window~~ object 110, as well as attributes of ~~window~~ object 110, such as position and rotation attributes, to determine the position (x_3, y_3, z_3) of this intersection with respect to a 3D coordinate system of object 110 (step 128). The system then communicates this 3D position (x_3, y_3, z_3) to application 116, which is associated with object 110 (step 130).

Please replace paragraph [0036] with the following amended paragraph:

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[0036] In one embodiment of the present invention, user interface manager 112 is a special type of window system client that has a special privilege to receive user-interface-related information from window system 118. As is illustrated in FIG. 2, user interface manager 112 maintains a master scene graph 220 that represents ~~that represents~~ an entire scene for 2D display 104.